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simulated lens render' | Search | Advanced Search
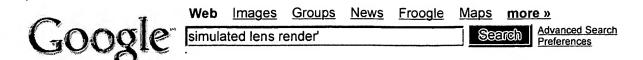Preferences

Web

Results **1 - 10** of about **176,000** for <u>simulated</u> <u>lens</u> <u>render'</u> . **(0.56 seconds)**

Tinder for OpenFX (Render) by The Foundry - Plugins and Digital ...
Tinder for OpenFX (**Render**) - Tinder 1.1 is a set of thirteen plug-ins for ... T_Starburst is a
simulated lens filter that adds sparkles to highlights. ...
www.plugin.com/product/12839 - 42k - <u>Cached</u> - <u>Similar pages</u>

Fast OpenGL-**rendering** of **Lens** Flares
A **lens** flare can be **simulated** with fast texture mapping techniques. ... This discussion
briefly describes how OpenGL is used to **render** the **lens** flare effect ...
www.opengl.org/resources/ features/KilgardTechniques/LensFlare/ - 17k -
<u>Cached</u> - <u>Similar pages</u>

IVCam: **Rendering** with Real-**Lens** Optics
IVCam: **Rendering** with Real-**Lens** Optics ... **Simulated** Results. These two images
simulate the effects our project should produce. ...
web.mit.edu/sirkin/www/ivcam.html - 3k - <u>Cached</u> - <u>Similar pages</u>

IVCam: **Rendering** with Real-**Lens** Optics
Use the generated **lenses** to **render** images with the standard Ivray program. ... can be
equally well **simulated** by post-processing multiple rendered images, ...
web.mit.edu/sirkin/www/paper/index.html - 63k - <u>Cached</u> - <u>Similar pages</u>

Paul Bourke
Rendering technique for non-standard spherical projection ... Computer **simulated lens**
distortion Radiance **lens** types ...
astronomy.swin.edu.au/~pbourke/raytracing/ - 27k - <u>Cached</u> - <u>Similar pages</u>

Special Materials
The first two are discussed in the the chapter called **Rendering**; the latter can be produced
with special halos. A **simulated lens** flare tells the viewer that ...
www.blender.org/documentation/htmll/x4510.html - 11k - <u>Cached</u> - <u>Similar pages</u>

Bokeh **Rendering**
rendering test images. ... Bokeh describes the out of focus quality of a camera **lens**. A
point that is out of focus will normally be a soft, uniformly dense, ...
www.flarg.com/bokeh.html - 7k - <u>Cached</u> - <u>Similar pages</u>

SIGGRAPH'81 Paper by Moravec on Light **rendering** thru Wave propagation
A picture of the scene behind the window can be formed by passing the wavefront through a
simulated lens onto a **simulated** screen. Moving the **lens** center ...
www.lems.brown.edu/vision/people/ leymarie/Refs/CompGraphics/Render/Moravec81.html -
33k - <u>Cached</u> - <u>Similar pages</u>

CS348B - Homework 2
When you are done with this assignment, you'll be able to print out an image generated by
Irt, place a real version of your **simulated lens** over the image, ...
graphics.stanford.edu/ courses/cs348b-00/homework/hw2.html - 9k -
<u>Cached</u> - <u>Similar pages</u>

Television Production: TV Graphics

Surface textures, colors, camera (observer) angles, **simulated lens** focal ... of the image
and motion, **rendering** can take from a few seconds to many hours. ...
www.cybercollege.com/tvp026.htm - 18k - Cached - Similar pages

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